

## Starships D6 / MandalMotors "Spire" Class Light Transport

Name: Spire Light Transport  
Type: MandalMotors "Spire" Class Light Transport  
Scale: Starfighter  
Length: 35 Meters  
Skill: Archaic Space Transports - Spire Transport  
Crew: 2; Skeleton Crew: 1/+10  
Crew Skill: Archaic Space Transports 4D, Astrogation 4D, Starship Shields 4D  
Passengers: 12  
Consumables: 9 Months  
Cost: 35,000 (used)  
Cargo Capacity: 90 Tonnes  
Hyperdrive Multiplier: X4  
Hyperdrive Backup: N/A  
Nav Computer: Yes  
Space: 5  
Atmosphere: 300;850kmh  
Maneuverability: 1D  
Hull: 4D  
Shields: 1D  
Sensors:  
    Passive: 20/0D  
    Scan: 40/1D  
    Search: 55/2D  
    Focus: 2/3D  
Weapons:  
    Twin Pulse Wave Blaster Cannons  
        Fire Arc: Front  
        Fire Control: 1D  
        Space: 1-3/9/20  
        Atmosphere Range: 100-300/900/2km  
        Damage: 4D



Description: An older design built by the Mandalorians, the Spire class transport was originally manufactured for the Mandalorian Military where it served as a troop transport and light cargo carrying vessel. However soon after it was retired it began to be sold on the open market where it found itself a popular and much desired transport ship. Fast for its time, and pretty tough, this vessel is still a desirable second hand purchase because of the large capacity for passengers and low crew requirement for an ancient vessel although it is now considered to be a difficult vessel to pilot. However it has a small amount of cargo space for such a large vessel, making conversions a popular choice with the large older engines being removed to free up space for newer and smaller replacements.

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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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